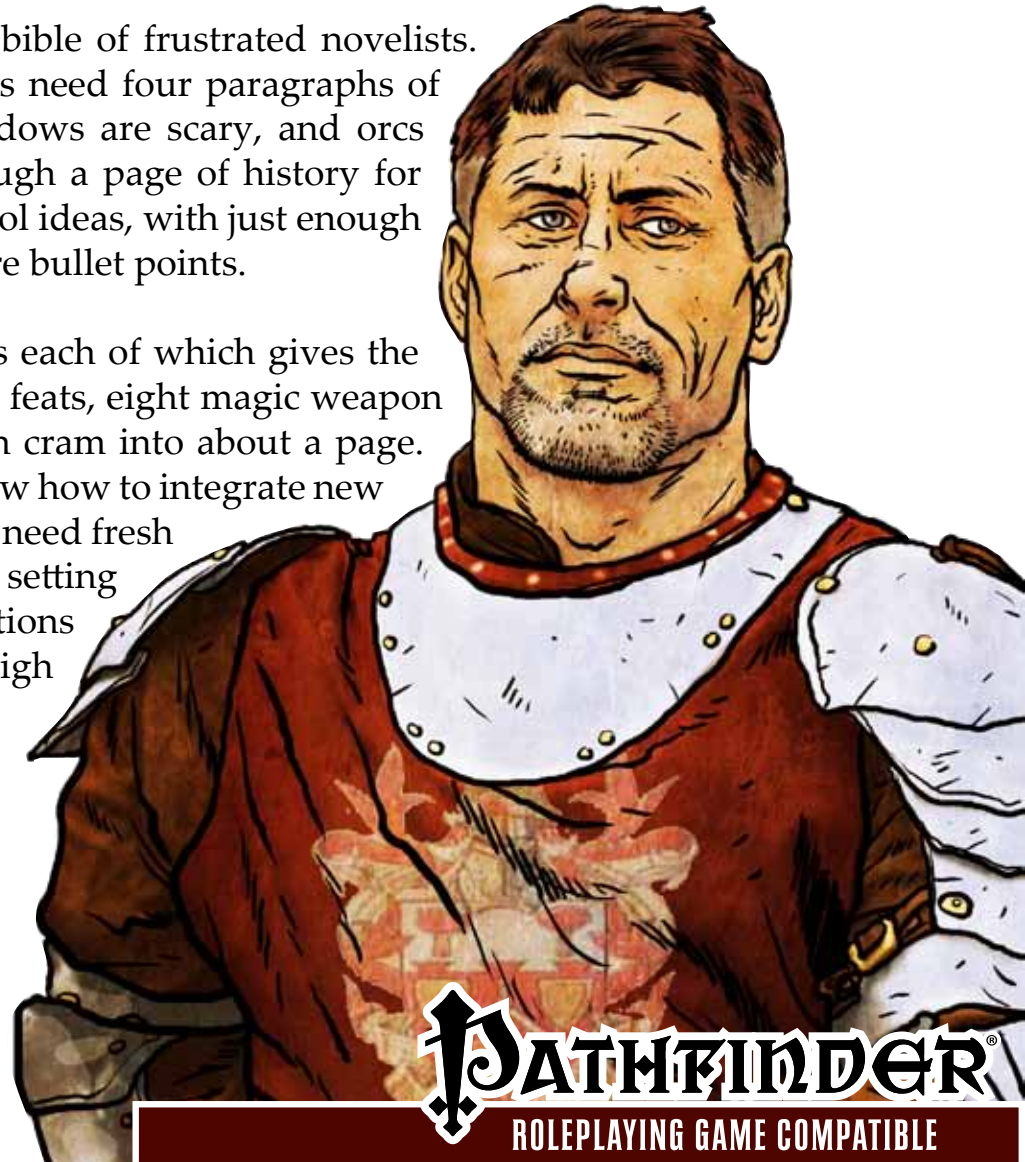


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR.

7 WAR MASTER FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



SUMMER OF BULLETS

D&D PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Seven feats designed to augment the options and utility of war masters (from *The Genius Guide to the War Master*) or, if war masters aren't being used in a campaign, that can be taken by classes that receive bonus combat or teamwork feats as class features (using their class levels as war master levels for prerequisites) or characters that have the Leadership feat (using their character level as war master levels for prerequisites).

ADVANCE IN RANKS (COMBAT)

You can direct allies to move together, guarding and watching over each other.

Prerequisite: War master 7.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you to cover each other's movement. As a move action, each ally can take three 5-foot steps (as the 5-foot-step combat option), as long as they are adjacent to at least 1 ally at all times during this movement.

FORMATION FIGHTING (COMBAT)

You can direct a tight formation of melee combatants to fight together, aiding them all.

Prerequisites: At least one teamwork feat, war master 1.

Benefit: As a swift action, you can designate a group of characters – all of whom must be able to see and hear you, must be adjacent to at least one other member of the group, and must be within 30 feet of each other – as a formation. You may only have one formation designated at a time. When you take the aid another action to grant any members of the formation either +2 to their next attack against a target, or +2 to their AC against a target's next attack, every member of the formation gains the aid another bonus.

MIXED ORDER (COMBAT)

You can direct allies around you to fight in a specific style, emulating your weapons.

Prerequisite: War master 3.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you to fight in the same style you are. If you are armed with a weapon that has one of the following weapon features, you may select one feature and allow all affected allies to act as though their melee weapons had the same feature until the end of your next turn: brace, blocking, deadly, distracting, sunder, trip.

OVERWATCH (COMBAT)

You can watch out for moments when your allies are distracted and warn them about potential attacks.

Prerequisites: Sense Motive 5 ranks, war master 5.

Benefit: As a standard action you may go into overwatch until the beginning of your next turn. While you are in overwatch, whenever an ally that can see and hear you provokes an attack of opportunity, you may attempt to warn them and negate the attack. You must make a Sense Motive check with a DC of 10 + the base attack bonus of the creature taking an attack of opportunity. If you succeed the attack of opportunity is not provoked (and the attacker is not considered to have used an attack of opportunity for the round). Each effort you make after the first in the same turn takes a cumulative -2 penalty to your Sense Motive check.

SET TO RECEIVE (COMBAT)

You can prepare troops to use reach weapons to great effect against advancing foes.

Prerequisites: Combat Reflexes, Weapon Focus (any weapon with brace and reach features), war master 1.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you to set their weapons to receive oncoming foes. Characters using reach weapons with the brace feature deal double damage on the first attack of opportunity they take against a creature moving a threatened space to a space closer to the characters.

Normal: Brace weapons only deal double damage if their wielder readies to attack a charging foe.

TACTICAL COMMANDS (COMBAT)

Your deep understanding of the flow of combat allows to you give allies new combat options.

Prerequisites: 5 ranks in Perception, war master 5.

Benefit: As a swift action you can direct allies within 60 feet of you who are able to see and hear you, giving them tactical options they would not otherwise have. Select one of the following options when you use this feat. Until the end of your next turn, such allies may take the selected action.

Hold the Line: Allies may take total defense actions as standard actions, and may still take attacks of opportunity after doing so. (Normally total defense takes a full-round action, and characters that do so can't make attacks of opportunity).

Prepare: Allies may each put away one handheld object and draw a single new handheld object, as a single move action.

Shock Strike: Allies may each make a charge as a standard action, even if they are not restricted to a standard action. (Normally, characters may only make a charge as a standard action if they are restricted to a single standard action on their turn).

Sound the Retreat: Allies who take the withdrawal action do not provoke attacks of opportunity from any threatened space they leave, as long as take the most direct route away from the most obvious threats. (Normally every threatened space you leave after this first does provoke an attack of opportunity with a withdrawal. Unlike a normal withdrawal, this option may only be used in an effort to move away from combat.)

WAR SIGNALS (COMBAT)

You have mastered a set of signs and code words to give orders quickly and easily.

Prerequisites: 3 ranks Bluff, war master 3.

Benefit: You can use feats and class features that require allies be able to see and hear you on allies only able to see *or* hear you.

WE ERR ON THE SIDE OF AWESOME!

Designer:
Owen K.C. Stephens

Proofreader:
Jeremy Miller

Art:
Bret Crane, Rick Hershey

Production Assistant:
Andy Belmore

Graphic Design and Typesetting:
R. Hyrum Savage and Lj Stephens

Produced By:
Super Genius Games
www.supergeniusgames.com

Contents ©2012 Owen K.C. Stephens
Used with permission.



For more information about Super Genius Games and our upcoming products, follow us on Facebook: www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, and/or Super Genius Games: @SuperGeniusRPG, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the “#1 With a Bullet Point: 7 Feats For The War Master” name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if you fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player’s Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

#1 With a Bullet Point: 7 Feats For The War Master. © 2012, Super Genius Games. Author: Owen K.C. Stephens